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Software Development I

Lab 6

UML Diagram

Rectangle
width: double height: double
Rectangle() Rectangle(newWidth: double, newHeight:double) getArea(): double getPerimeter(): double setRectangle(newWidth: double, newHeight: double): void

<u>rectangle1: Rectangle</u>
width: 4 height: 40

<u>rectangle2: Rectangle</u>
width: 3.5 height: 39.5